

### ABSTRACT

A graphics accelerator for processing a graphical image includes a texture buffer for storing texture maps and data relating to the texture maps stored in the texture buffer, and a texture processor that performs texturing operations on the graphical image. The texture processor includes a fetching engine that retrieves texture packets, where each texture packet is stored in the texture buffer and associated with a texture map. Each texture packet includes data relating to the location of its associated texture map in the texture buffer.

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